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Wight (creature)

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This article is about the creature. For the sword in The Witcher 2: Assassins of Kings, see Wight (sword).

Wights are monsters who are found in deserts[1] and cemeteries in the warm season. They are only dangerous when confronted in the vicinity of their habitat. They "hibernate" between Saovine and Imbolc.

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Quick Answers

- **What is the natural habitat of a Wight?**
- **What is the physical appearance of a Wight?**
- **What time of year do Wights hibernate?**
- **What are Wights resistant to?**
- **How do Wights behave when they are near their habitat?**

Wiedźmin: Gra Wyobraźni

Undead monster resistant to steel, occurring in deserts and cemeteries. It looks roughly like a human but with dried flesh flaking from its bones, pointy teeth and sharp claws. One could say it looks like a mummy without the bandages. But which mummy can walk and has radiant, glowing eyes?

During an attack, wights sink into their prey like vampires, but instead of blood, they feed on the life essence. Intelligent beings who become victims of wights are not infrequently changed into wights themselves, though they remain under the control of their killer.

Wights are also repelled by sunlight, although it isn't harmful to them, they try to hide from it as quickly as possible.

Blood and Wine expansion

The bestiary entry can be obtained by reading The Adventures of Spikey and a Wight Called Franconi.

Bestiary entry

They say the dead like quiet. I don't know about the dead, but wights certainly do.
– Heinrich Von Grott
Though wights are ghastly and threatening in appearance, one should not approach them with sword drawn or attack them unprovoked. Left alone, they present no serious danger to anyone and are far more interested in mixing noxious brews in cauldrons than in fighting. This species mainly lives around ancient burial sites, though they have also been spotted near more recently-founded cemeteries and wherever mass graves can be found.

Wights

Information	
Class	Necrophage
Variations	Spotted wight
Occurrence	Toussaint
Immunity	Poison
Susceptibilit	Necrophage oil Axii

Loot
Greater Triglav runestone
Green mutagen
Monster blood
Monster bone
Monster brain
Monster claw
Monster essence
Monster heart
Monster liver
Monster saliva
Monster stomach
Monster tongue
Wight ear
Wight hair

Wights spend the winter months in a state of lethargy very similar to human sleep. They live strictly solitary lives -- in fact, it is practically unheard of for these creatures to appear in groups. Yet when they fear their territory is threatened (and it is enough for one to step foot in a wight's territory for it to feel threatened), wights transform into dangerous foes and even abandon their solitary ways to summon other monsters to their aid.
It is a certainty that if a wight finds itself in danger, it will immediately spew out an ectoplasmic solution which near instantaneously transforms into barghests. These beasts obey the wight and attack anyone it deems a foe. If one of them is killed, the wight tries to replace it at once.
The best strategy when fighting such a wight is to take out the monsters guarding it with the Axii sign before attacking the wight itself. Wights are resistant to poison, but vulnerable to silver.

Combat tactics

"This is my story, not yours. You must let me finish telling it." — This article/section is a stub[W]. You can help Witcher Wiki by expanding it.

Associated quest

- The Warble of a Smitten Knight

Trivia

- In English literature, "wight" is a term who has been commonly used to refer to an undead creature.

Notes

- Wights were supposed to appear in the third game, but they were removed sometime during the game's development.[2] However, they remained being mentioned in the map description for the Road to Bald Mountain signpost.

Videos

References

1. ↑ *Time of Contempt*
2. ↑ Leaked CD PROJEKT RED materials from 2014[↗]

The Witcher 3 bestiary in *The Witcher 3: Wild Hunt*	
Beast	
Base Game	Bear • Dog • Wolf
Hearts of Stone	Wild boar
Blood and Wine	Big Bad Wolf • Panther • The Beast of Beauclair • Three Little Pigs
Cursed one	
Base Game	Berserker • Botchling • Lubberkin • Ulfhedinn • Werewolf
Hearts of Stone	The Toad Prince
Blood and Wine	Archespore
Draconid	
Base Game	Basilisk • Cockatrice • Forktail • Royal wyvern • Shrieker • The Dragon of Fyresdal • Wyvern
Blood and Wine	Silver Basilisk • Slyzard • Slyzard Matriarch
Elementa	
Base Game	Djinn • Earth Elemental • Fire Elemental • Gargoyle • Golem • Hounds of the Wild Hunt • Ice Elemental • The Apiarian Phantom • Therazane
Blood and Wine	Moreau's Golem • Pixies
Hybrid	
Base Game	Ekhidna • Erynia • Griffin • Harpy • Melusine • Opinicus • Salma • Siren • Succubus
Insectoid	
Base Game	Arachas • Armoured arachas • Endrega drone • Endrega warrior • Endrega worker • Harrisi • Venomous arachas
Hearts of Stone	Arachnomorphs
Blood and Wine	Giant centipede • Kikimore • Kikimore worker • Pale Widow
Necrophage	
Base Game	Abaya • Alghoul • Devourer • Drowner • Drowned dead • Foglet • Ghoul • Grave hag • Ignis Fatuus • Mourntart • Mucknixer • Rotfiend • Water hag
Blood and Wine	Scurvers • Spotted wight • Wight

Ogroid	
Base Game	Cyclops • Hagubman • Ice giant • Ice troll • Nekker • Rock troll • Wham-a-Wham
Blood and Wine	Cloud Giant • Golyat
Relict	
Base Game	Chort • Crones • Doppler • Fiend • Fugas • Godling • Howler • Imp • Kernun • Leshen • Morvudd • Sylvan • Woodland Spirit
Hearts of Stone	The Caretaker
Blood and Wine	Grottore • Shaelmaar • Shaelmaar from the Emperor of Nilfgaard • Spriggan • The Monster of Tufo • Wicked Witch
Specter	
Base Game	Devil by the Well • Hym • Jenny o' the Woods • Nightwraith • Noonwraith • Penitent • Plague maiden • Red Miasmal • The White Lady • Wraith
Hearts of Stone	Ethereal • The Wraith from the Painting
Blood and Wine	Barghest • Banshee • Daphne's Wraith • Longlocks • Phantom of the Amphitheater • Umbra
Vampire	
Base Game	Ekimmara • Higher Vampire • Gael • Katakan • Sarasti
Blood and Wine	Alpha Garkain • Alp • Bruxa • Dettlaff van der Eretein • Fleder • Garkain • Protofleder • The Bruxa of Corvo Bianco

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